

MASSCONFUSION 1984

James Bond Competition

MUSIC OF MADNESS



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MUSIC OF MADNESS

by
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A game such as James Bond demands something extra from both the Game Master that runs it, and from the players that go thru the adventure. The Spirit of the Game is most important here. Players must be encouraged to get into the feel of the adventure, and they should be reminded before the game that this is James Bond, a game of movement, sophistication, thinking, and achievement, not a cops-and-robbers shot 'em up. Players used to the hack and slash techniques of such games as AD&D may find this a mental barrier they cannot overcome. In a convention competition such as this one, that sort of attitude will cost them points, and might very well cost their characters their lives. In the world of James Bond guns are not relied on by the good guys very much, because they don't need them very much. Guns in the hands of the bad guys can kill people, easily, and they will if the players decide that a gunfight situation is what they want. This is frustrating for the game master, but he must remember, that the players must make their own decisions, and if their decision results in death, then that's too bad.

Judging a game like James Bond can also be difficult. The Game Master should look for certain special qualities, specifically: did the characters role-play the game and keep in the Spirit of the Game. Did they come up with good workable ideas to advance the adventure plot and did they work toward the goal of completing the mission.

In a competition event such as this, finishing the mission successfully, before the time limit, is extremely important. The ideal way to finish this adventure is for the agents to pick up most of the clues, nab the baddies at the record plant, pull out information from the reluctant dupe at the Silver Unicorn club, and get the goods on the head of the entire operation, with enough solid evidence so that he can be kicked out of the country and his reputation ruined internationally.

The next best solution is to make a dirty mess of it, but still to get the goods on the baddie so that he can be expelled from the country, with the In-Ling Project saved and the murders solved. The players may break laws, leave a trail of bodies and confusion, or otherwise violate the Spirit Of The Game. There is no penalty for players taking out ambushers, this is only self defense. Shooting up the landscape in any other way should cost the players points, at least 100 points in penalty for every dead body.

Breaking laws is also another no-no. In one play test of this adventure, the players broke into the Silver Unicorn Club, but did it in a discrete and careful way. Breaking laws in this way is OK.

Kicking the door in, stealing the money, shooting the night watchman, and blowing open the safe clearly violates the Spirit Of The Game, and creates a highly visible disturbance.

One major problem the Game Master will encounter is that the players will try, repeatedly, to have the police (CID Scotland Yard in this case), do all the work for them. This should cost them points. In one of the play tests, the players asked Scotland Yard to raid the Silver Unicorn and arrest everyone on suspicion of spying, using evidence they gained in burglarizing the place. First, illegally obtained evidence cannot be used to issue a warrant, second, without confirming evidence or a strong supporting case the British (and most American) police will not arrest anyone. The days when someone could be arrested on "suspicion" went out with the 1930's, and this sort of freewheeling conduct should cost the players serious points.

The Game Master must be aware of the fine line here of being manipulated by the players to do their investigative work for them. Remember, the reason MI5/MI6 asked for special agents is that the police are not able to figure this out quickly on their own, and that they need speedy, expert solutions from clever agents. If they wanted a slow, careful, methodical, boring solution which involved painstaking investigation of each little clue and hundreds of lab reports, they would not have called for special assistance. The police have essentially already told them everything they know, if the players want more information then they must go out and get it on their own, without leaning on the police to do their legwork or make their lab rolls for them.

Scoring is difficult. Because there are no finals in this competition, the judges must rely on their personal feel for the game and how the players handled themselves. Remember, you are looking for Best Player, not best team. It is entirely possible that excellent players may become trapped in groups of gun-happy incompetents who stifled his initiative. Look for intelligent, innovative players who get into the Spirit of the Game, and who try to work their way forward toward a successful conclusion of the case. If the players solve the mystery and get the goods on the Big Guy, give the entire group of players 1000 points per player. If they clear up the problem, but do not get the goods on the master criminal, give each player 750 points. Give 50 point bonuses for innovative, creative players who come up with good ideas and seem to be making an effort to move the case to the conclusion. Don't forget to award Hero Points thruout the game as well. The players will probably need these in case they are ambushed by the bad guys or during chases and the like. Role-playing should be a large part of the judging here. Take 400 points as a maximum and award it the way you feel is best. A player who was entirely within the Spirit of the Game, and did his best to play a clever, determined member of MI6 on a serious matter of murder and espionage, should get the full 400 points. Players who insist on shooting everything in sight, or whose primary contribution is to torture prisoners or break into places and steal money as well as information should get little or none, certainly even the worst player should get 10 points, but not a hell of a lot more. A medium player should get 200 points for role-playing to the best of his ability, even if he does make slips along the way. The GM should also remember that many players will be trying James Bond for the first time ever at this convention, and make allowances. Make Deductions from the scores for stupidity, illegal acts, dead bodies and heavy deductions for the dues ex machina giveaways at the back of the module if they have to be used.

BEGINNING

The Game Master should inform the players that this is a game which involves **ROLE-PLAYING!** Inform them that role playing plays a very significant part in the rating system. In addition, the players are Rookies in the MI6 establishment.

This means they are beginning secret agents, and they do **NOT** have a license to kill. If they happen to plug some innocent by-standers the department will **NOT** go to bat for them in a court of law, especially if it was their fault.

Besides that, the British traditionally have a strong dislike for firearms of every kind, and the James Bond game system is set up so that players who try to engage in prolonged gunfights will probably die. This sort of action is not the purpose or spirit of the game. Only very recently have British policemen started carrying guns at all, and most criminals in Britain do not carry guns themselves. The newspapers over the past years are full of stories of how gun-toating bank robbers and stick-up men were beaten to bloody pulps by enraged passerbys before the British police could rush in and save the criminals. Players should remember that this is a modern style game set in a modern background, and they should try to role-play the adventure as tho they were genuine members of a sophisticated intelligence organization.

Having informed the players, the Game Master should hand out the Mission Assignment sheets, one to each player.

TO: William Tanner

Date: Mar 30

PC: 31 Mar

FROM: M

M.I. 5 has requested the loan of eight of our people for a special problem. They must be completely unknown, reliable, and level headed.

Suggest you pick eight Rookies, types not trigger happy or too impulsive.

,,/M

1168	1134
1104	1166
1121	1191
1118	1152

- 1) read enclosed & act on same
- 2) check out equipment from Q Sector
- 3) CID will provide cover & may have additional information
- 4) Do not involve M.I. 6 or M.I. 5 in this in any way

MISSION ASSIGNMENT: MI6

SPECIFICATION: URGENT

THE SITUATION: Thus far ten individuals have been murdered. Every one of those individuals seems to have been murdered in the same way. Six of these persons were connected in some way with the In-Ling Project. As a result of these murders, the entire future of the In-Ling Project is in jeopardy.

BACKGROUND:

a) The In-Ling Project: In April, 1979, Dr. Wulong Cu Ling was smuggled out of communist China thru a covert activity directed and carried out by the American CIA. Since the United Kingdom is supposed to be on cordia terms with the Communists Peoples Republic of China, it was considered inappropriate and inadvisable for British agencies, governmental or otherwise, to involve themselves in this activity.

When Dr. Ling was delivered to Hong Kong, he expressed an interest in seeking political asylum in the United Kingdom, and asylum was immediately granted. On his arrival here, he sought and was granted a government financial aid grant for a research project, marked Most Secret, hereafter referred to as the In-Ling Project.

The In-Ling Project was established in Postmeadow, a region and village located fifty-two miles to the north of London, an area relatively difficult to reach by modern highway travel.

In the past five years the In-Ling Project has grown considerably. The primary goal of the In-Ling Project was to develop and clarify certain obscure points in the laws of electrical physics. The practical application of these laws would be to create a unit which could instantly and accurately generate a beam of energy which could strike down flying objects, including sub-orbital space directed objects, with very low expenditures of generated energy. Such a device could, specifically, strike down and eliminate incoming bombers, ICBMs, or even re-entry attack devices launched from outer space. The advantages of such a device, once perfected, to the security of the British Commonwealth and its NATO allies should be immediately obvious.

Dr. Ling died in October of last year, of an Asiatic fluke (a parasitic worm growth) which he had contracted in his childhood and which had never been properly treated during its formative development. Despite his enormous importance to the In-Ling Project, it was expected that the other remaining team members, working from his equations, which were the backbone of the project, and the basis on which the original government grant was issued, would be able to bring the concept to fulfillment.

Despite the considerable progress already made in the fields of pure scientific research and the practical engineering developments connected with the project, these recent murders may halt the In-Ling Project completely.

b) The Ten Murders: Over the past four weeks ten murders have been committed. In six of the ten cases, the persons murdered were members of the In-Ling Project, or persons connected directly with the Project. These six include:

Dr. Wilma Wright, age 36, theoretical physicist, died Mar 2

Dr. Martin Higgins, age 24, theoretical physics, died Mar 3

Dr. Theodore Biggle, age 52, physics, mechanical engineering, died Mar 8

Dr. Margaret Trekler, age 28, chemical engineering, died Mar 16

Charles A. Robbins, age 19, no degrees, computer science & engineering, died Mar 21
Col Jamison R. Carrier, RAF, age 42, "Engineering Development Division", died Mar 22

Four other murders were committed which CID at Scotland Yard believes are connected with the previous six, due to the method of murder. These are:

Major General Robert Tinsley (Ret.), age 66, head of the British Food Relief and Agricultural Development Council, died Mar 9
Thornton A. Childres, M.P., age 58, scientific appropriations expert for the Labour Party, died Mar 15
Virginia Killinton, age 51, Asst. Undersecretary of Asiatic Trade and Commerce, an acknowledged expert on guided missile technology and deployment, died Mar 27
Agis Templeton, age 39, arms negotiations advisor for NATO-United Kingdom, died Mar 28

Of these four, all were connected with the government, and three of them had positions and specific knowledge sphere that make them preferably connected with the In-Ling Project. Only Major General Tinsley appears to have had no possible connection with the Project. His field of expertise was food relief, and the development of better agriculture in under-developed nations. His current project was arranging food relief and cultural exchange programs with several East European communist nations which have enjoyed their typically bad harvests again, and are in urgent need of food.

c) The Murder Evidence: All then of these persons were discovered dead in their houses or apartments. At first it was believed that death was due to natural causes. After the fifth death, CID decided circumstance was too consistent. All then apparently died of capialary ~~haem~~orrhage, stroke, or a variant, including cerebral hemmorage and heart rupture. Of the ten dead persons, only two of them had any history of heart or circulatory problems.

In addition, in nine cases a record was discovered on the victim's stereo phonograph, bearing a red label, and no further identification marks. Each of these records played only the sounds of a little girl's laughter.

Apparently nine of the murdered individuals were induced to play these records by ingenious promotional literature which was discovered at the scene of each crime. This literature solicited the services of the person as a music critic, promising several free record albums if they would listen to a new album and sent in their criticisms of it. A rating card was even enclosed with the packaging material. The return address of the record firm was found to be a free neighborhood clinic near Soho. Each package of literature was specifically aimed toward the murdered individual's personal favorite type of music, clearly indicating familiarity with the victim's personal listening habits.

CID did not pick up on this clue until six of the murders had been committed.

The case differs from the other nine. Col. Carrier apparently turned on his office dictaphone to check notes he had been making, and died at his desk. The dictaphone belt contained the sound of a little girl's laughter.

Looking over CID reports, Q-Section hazzards a guess that high frequency sound waves may be responsible for the deaths. Broken drinking containers and two pairs of broken eyeglasses at the scenes of four deaths may support theis permise. Q-Section does not explain, however, how the record itself survived, or, if this was the method of murder, why other specific bodily and area damage which might be associated with UHF Sound waves could not be found at the scenes of the murders.

YOUR MISSION:

Discover who is committing these murders, the exact method they have employed, and put a stop to it. Try not to endanger our national prestige or entangle the government in diplomatic delimas, however, the future of the In-Ling Project depends on a speedy solution to this problem.

FOR THE GAME MASTER ONLY:

What has happened: a Russian military intelligence agency, the GRU, has decided that the In-Ling Project must be stopped, and stopped in such a way that it will take years to rebuild the lost momentum.

To further this aim, they have decided to murder twelve key members of the In-Ling research team. They have a source of information inside the In-Ling Project itself, a clue the players should pick up right away from the fact that the record company propaganda material each victim received was clearly keyed to the type of music he preferred.

The inside agent is named Henry Chandler, age 34. Altho a reasonable looking young man, Chandler was so engrossed in his studies and work that he never had much time for contact with the opposite sex. The GRU, and most other Russian intelligence agencies, are firm believers in the use of sexual involvement as a means of entrapment, and this method was particularly effective in Chandler's case.

Dianah Winsome, a strikingly beautiful redhaired girl of about twenty-five years age, has ensnared Chandler and introduced him to the more exciting life style he has secretly longed for; night clubs, gambling, fancy restaurants, dancing, theater life, etc. Altho generously paid for his work at the In-Ling Project (17,000 pounds per year), obviously his salary is not sufficient to afford the expensive tastes of the lifestyle Dianah is steering him into.

Winsome introduced herself at the Silver Unicorn Club, a posh jazz club-restaurant-casino-dance spot in London. Another member of the In-Ling Project, Martin Higgins, was a club goer, and originally the GRU had planned to entrap him if possible. However Ms. Winsome immediately recognized the possibilities of Chandler when he visited the club with Higgins one night. Shy and ill at ease in these sophisticated surroundings, Chandler was swept off his feet and was soon hopelessly enamored to Ms. Winsome.

Over the period of a few months, Dianah Winsome, with the co-operation of "a friend" at the club, persuaded Chandler to accept money on a regular basis for passing on pieces of information about the In-Ling Project, basically low level, incosequential material. This extra money soon became a dependence, and he was more deeply engulfed than ever.

When Chandler was sufficiently in the web and completely dependent on the charms of Dianah Winsome and the money she helped to provide, operation DEEP STRIKE was set into motion. After Chandler inadvertantly helped finger the first two of his friends at the project, he was in well over his head with no hope of getting out.

The Method of Murder: Russian experiments with UHF sending equipment provided some interesting results, including a method for "quick coding" UHF messages on common phonograph records and tapes. This method of sending secret messages was virtually foolproof unless the receiving machine was set at exactly the proper frequency response so that the code pulses could be decyphered and understood.

Almost inadvertantly GRU technicians stumbled across an old fact which most people had ignored for several generations; specifically, that very low frequency sound waves, particularly sound waves in the 4 to 22 meter range, can do enormous damage to certain physical objects, speficially to soft delicate physical objects, such as human bodies.

Using the new method of "encoding" one frequency with another, they have made stereo records, with the left track being the sound of a little girl's laughter, and the right track a low wave band at 16 meters. The low wave band sound is enough to rupture the small vein circulation system inside a human body if it strikes him. Most of the body not hit by the sound waves will be left intact.

In addition, the crossover sound effects of the low frequency sound waves virtually wipes out the right hand track on which it has been recorded on the record, and badly distorts the left track. It was because of this that the sound of a little girl's laughter was choosen. Human voice frequencies, middle and lower range themselves, are less recognized by other human beings as being distorted than musical frequencies would be, and laughter, particularly something like a child's laughter, tends to hide distortion properties even better because most people assume varriances they might hear are simply the way the child laughs, not an actual distortion in the recording technique.

Players will invariably be fascinated by the method of death and will likely spend a lot of time trying to figure out how the murder method was concocted. It is unlikely that they will hit on the actual murder method on their own, and the GM should not give them many hints on this. It should be perfectly obvious from the introductory report, that if CID crime laboratories and Q Section itself has not figured out the method of murder, that they are not going to have much luck on their own fiddling around in the labs or having the police run still more checks.

However, players will probably spend an inordinate amount of time on this anyway. If the players wish to check the records (being held by CID Scotland Yard), with a good microscope, or listen to them extremely carefully (listening at perception ease factor of 2) they might find something. An electronics or science roll with a quality rating of 1, 2 or 3 will let them know that the right hand channel of the stereo record is completely gone, as in chipped, badly distorted, ground out, so that the sound patterns which may have existed there no longer exist. Also, that the left hand channel recording grooves are badly distorted. After discovering this, if they choose to listen to the record they can make a perception roll at ease factor 8, and learn that the little girl's laughter, now that they listen to it very closely, is badly distorted, but because of the reasons discussed in the above paragraphs, would not have been noticed unless someone was specifically and intensely listening for distortions or variance.

In addition, if players ask, they can easily learn from CID sources that the records were cut, not pressed. This is a good clue if they pick up on it, since major record companies release records made by pressings. Cuts are either hand made, or are specifically made for very short run limited edition records. This would immediately tend to eliminate most of the commercial record firms around London. Altho there are perhaps two hundred or more commercial record companies around London, the number doing cuts or limited editions from straight cuts (which does give much better sound performance), is limited to about forty companies.

If the players steam off the record labels, they will discover a blank record code number, used by the manufacturers of blank record discs. "Blanks" of this type are sold to smaller record companies who do direct cut recording, voice records for families, small band groups, very limited recording sessions and the like. The number of firms, if they check the four manufacturing firms who make blanks, are about ten companies around London.

The players will probably spend a lot of time on this. Altho it is possible to infer major clues from this line of investigation, it is very slow and tedious and tends to run players in circles. Other clues are provided elsewhere that are much more obvious and more in the spirit of the James Bond game.

The Enemy List: Head of the operations masterminding Operation DEEP STRIKE is Colonel Nicholas Anusack, military attache to the Russian diplomatic mission in London. Due to his ambassadorial status, he cannot be touched or harmed legally, and he feels very secure. Players who try to kill him, successfully or not, will participate *major* international troubles, setting off a string of reprisals and hassels which will upset MI6 and the British government considerably.

Anusack can, however, be exposed and expelled from the country, his picture printed in the newspapers, his involvement in the plot placed on the international news wire, publicly disgraced, and thus totally destroying his usefulness to the Russian intelligence community.

Anusack is a determined, almost fanatical red revolutionary. He deplores the fact that the Kremlin planners plod slowly when they should be pushing hard to topple the decade capitalist democracies and make way for the new socialist order. He is dedicated to doing everything he can to hasten the day of world-wide revolution.

Altho his ego is large, his dedication to the principles of the communist revolution and the establishment of a world-wide communist state is his primary goal in life, and the passionate flame that has driven him from the days of his youth, when he joined the communist partisans in Yugoslavia in 1943 to help expell the Nazi occupation army.

He was head of Tito's "Youth Court" system, which helped to sentence and execute hundreds of Mahalavitch's Nationalists after the communists took over Yugoslavia in the days following V-E Day.

He was a staunch supporter of Stalin and became a Russian citizen in 1947, entering the Russian military training system. He showed ability as an organizer and moved rapidly thru the ranks until he achieved his current position. He was one of many in the army intelligence system, who were carried over after Stalin was officially disgraced in the early sixties. Altho officially "frozen" for some years at the rank of Colonel (a fact which has convinced casual investigators from British and NATO military agencies that he is inept and stale), due to his early Stalinist support, he in fact enjoys a salary and party status which are considerably higher than his rank indicates.

As an opponent to the players he is direct, decisive, and almost reckless. When he learns that players are on the verge of stumbling onto his operation before it is complete, he will act quickly to

have them killed. He will probably do this by sending a car full of gunmen to run the players off the road and then circle back and pump them full of bullets to make sure they don't come back to bother him again.

His chief lackey is Lt. Chickim, his runner and go-between. Attached as an underling to the diplomatic mission, he also enjoys diplomatic immunity, but is considered to be definitely lower level. His death would not cause as many ripples. He is fanatically loyal to Anusack, and is a military man first and last. He prefers direct methods and does not mince words or rely much on subtlety. If he meets the players he will be openly in opposition with only thinly disguised hostility. He would really prefer to be in direct military situations rather than play this spy stuff.

Chickim carries the word back and forth to Dianah Winsome and Julius Koltzen, primarily.

Julius Koltzen, a Russian Jew, is now a British citizen, and is the owner and operator of the Silver Unicorn night club. A citizen since 1969, Anusack holds a sword over his head by threatening Koltzen's family, who are still virtual captives inside of Russia. Anusack has threatened to send Koltzen's elderly parents and his two children, now in their care, to forced labor camps in Mongolia unless he cooperates. This is the equivalent of a death sentence, which Koltzen well realizes.

In return for his cooperation, Koltzen gets free exchange of letters and voice records with his family (what a coincidence, they all have red labels, and are all made at the same place the murder records are made.) A few months ago his wife was allowed to join him in London.

The deadly murder records are delivered first to Koltzen either at the record studio, or by Lt. Chickim, and are then passed on to Dianah Winsome, who hand carries them to the Fargo Delivery Service, claiming that she is an agent for the ABC Record Rating Company. Fargo then has messengers carry the records out to the prospective victims. This contorted and convoluted delivery system is provided so the players can find lots of extra clues to break the case with. In the case of the dictaphone belt, Chandler himself was the person who put the belt on the office machine after receiving it from Winsome. This is a very obvious clue that someone is planted inside the In-Ling Project itself, but many players will probably overlook it.

Koltzen is connected with Spotlight Records, a small recording studio and record manufacturing firm where the death records are actually cut. The GM should be aware that the Silver Unicorn is a medium luxury club specializing in jazz music, modern, progressive, and traditional. Top combos and jazz musicians play the club regularly. The GM should make the players aware of the jazz background of the club if they visit it by telling them a well known improvisational jazz group is playing the room as they enter, and a top trumpet jazz combo is billed for the lounge area.

Koltzen's club bands record limited edition records for private labels, and limited sales distribution. One of the studios handling this is Spotlight Records. Eight months ago the GRU bought Spotlight Records, and made Koltzen a part owner in the enterprise. The nominal head of the company is his cousin, Henri Schwartz, who was talked into taking a share of the business by Koltzen on GRU instructions. Schwartz is a busy real estate and insurance broker, and visits Spotlight Records perhaps once or twice a month to see that everything is going smoothly. He knows very little of the record business and if players should interview him, he will comment that he still doesn't know why his cousin Julius Koltzen wanted him to get involved with Spotlight; it practically runs itself.

Koltzen makes his voice records for his family at Spotlight, and occasionally sells some of the limited Jazz record albums which is Spotlight's primary cover operation these days, at the Silver Unicorn. If players miss a lot of obvious chances and clues at the Silver Unicorn, the GM can have them make an easy perception roll as they pick up their coats at the hat check room, and notice the limited edition jazz records on sale at the entrance way. The checkroom girl knows that the boss owns part of a record studio, and helps his regular jazz bands by helping to get albums made for them and selling albums here at the club, altho she doesn't think sales on these records are very great.

Koltzen's keeper is Alex Remington, nee Nitlock, head bouncer at the club, and a crack Russian military army agent. He does the work of persuading people, keeps Koltzen in line, and reports to Lt. Chickim. He does not know the name of the big man at GRU, and he does not ask questions. He does what he is told, however he does have an unfortunate habit, specifically, he has his GRU identity card, along with a medal awarded him for heroism in a battle in Afghanistan, hidden in a secret compartment of his wallet. Remington will be one of the men who get the job of trying to kill off the players should the need arise (a likely occurrence.)

The GM should be aware that Koltzen is an unwilling pawn of the GRU and that he would like to

break free of their control. He is unaware that he is helping to commit murder, but he is aware that he is helping Russian military intelligence in a chore that is probably detrimental to his new country, and if players can make several good persuasion rolls, over a period of several contacts, he may come clean and offer to help them if they can help him. GM must play this carefully, as Koltzen obviously does not want to endanger his children and parents, and the GRU did reward him by allowing his wife to leave Russia to join him a few months ago.

GETTING THE GAME ROLLING:

Players will probably want to start by speaking with Benton Hayes, an Inspector at Scotland Yard. Hayes is Opposed to the players, unless the players *themselves* think to make some good persuasion rolls and smooth things over with a reasonable line of talk.

Hayes resents the fact that MI5 has jumped in and assigned eight people to handle what he considers is rightfully his case. He has no patience for spies and their games and he will be sarcastic, derisive, and almost sneering in most of his comments, particularly if players ask a few dumb questions (as they invariably will.)

Hayes will give them CID identification papers, and inform them that they are temporary CID officers with the right to investigate and arrest as members of Scotland Yard. This is to be their cover. Obstructing a murder investigation is considered to be a crime in Britain, he will remind the players, and he will also remind them that home policemen do not issue threats, nor do they use strong-arm methods or go around shooting up the landscape like spies do in all those movies. This is, he will tell them, still a civilized country.

If players have not already noticed the following clue in the briefing papers, he will point it out, sneering that "clever chaps like you" will have already noticed, as we did, that all the murders occurred in pairs, one day right after the other, and mostly on weekends. (This was done to insure that the murder victims would be at home and in a relaxed frame of mind so they would be more willing to play the fake albums.)

If asked, Hayes can tell them that no fingerprints were found at the scene, or on the records, all the people had different stereo systems, some people (three) had apartments down in London, some had residences in other villages, and that most of the In-Ling people resided in the village of Postmeadow, near the Jackson Electronics plant, which is the cover for the In-Ling Project in Postmeadow. Some were married, some were not. Autopsies were performed on the ones which were recognized as murder victims but not on the early ones because they were not considered to be murder cases until later in the case. No other damage was discovered except for the massive ruptures of the capillary circulatory systems, which in itself was enough to cause almost immediate death in each case. Some bodies suffered from cerebral hemorrhages, a brain stroke, some had massive hemorrhages in and around the heart. Any player with training in the medical arts will probably be quick to note that cases of capillary hemorrhaging around the heart and upper chest is very rare. Some of the victims were wearing earphones when discovered, some were not, there seems to be no correlation between those with earphones and those suffering brain hemorrhaging. If CID could discover the obvious connections, he will snap, they wouldn't need any fancy experts in the case.

No steps have been taken to protect the rest of the In-Ling people, because his office was informed that MI5 was sending in the eight special agents and they would take care of everything from now on.

There was also no trace of poison or gas in the bodies of the victims or in or on the records themselves. Yes, the murder records have been played again, under controlled conditions of course, and they are perfectly harmless now. Victims were discovered by various people, wives, sweethearts, cleaning ladies, whatever, at various times, and there is no correlation with time of discovery at all; The only correlation in every case is that there was a record on the stereo in each case, and each record had a blank red label and the sound of a little girl's laughter.

Players will probably want to hang around and belabor the obvious at police headquarters for a long time. The GM should let them waste their time. Sooner or later someone will come up with the idea of going up to Postmeadow and looking over the Project itself. Either before, during or after the trip up, they may want to run checks on the department heads and staff at the Project, but Hayes can tell them that this has already been checked, and except for a couple of speeding tickets, they are all squeaky clean. Everyone has to have a security clearance to work on this project anyway, and the authorities have already cleared them or they would never have been hired in the first place.

When players arrive at the parking lot of the Jackson Electronics plant, the cover for the In-Ling Project, after being checked in at the gate first, have the driver, or other players make a perception roll

at an ease factor 4 to see if they notice anything.

Depending on the quality rating, they may notice that while the parking lot is mostly full of small coupes, station wagons, Fords Volkswagens, Sabarus and the like (all traditional middle class type vehicles) they did notice a beautiful powder blue Jaguar, and also further down the parking lot in the visitors' section, a lemon yellow Porcha.

As they get out of their car, have them make another perception roll, at ease factor 6 for the males, to see if they notice the beautiful redhaired girl heading for the Porcha. If they have sense enough to ask anyone inside, even a secretary or receptionist, they will be informed that the girl is Chandler's fiancée, Dianah Winsome. Almost everybody knows she owns that snappy Porcha. Most also know (interview/chrisima roll at ease factor 7) that she is some sort of well-to-do socialite who lives down in London and comes up to visit him during the week.

Chandler is head of the Analytical Physics Engineering Division at the project.

If players talk with the Project head, Dr. King, he can inform them that there are ten other department heads left at In-Ling, and all the victims from the Project were heads of various departments. He will also freely admit that this series of deaths has severely harmed the Project. It will take months to regroup and get the momentum rolling again.

King knows about the Jaguar of Chandler's, and believes he hit a sports lottery.

If the players speak with Chandler, they will find him a pleasant but unassuming man of about 34, a very natty dresser (observation roll at about an 8 ease factor). He is, of course, upset, as is everyone at the Project, about all the strange deaths, and hopes the investigators can find out what's behind it. One never knows who is going to be next. Players should roll a perception roll at his desk to notice the silver trimmed ashtray and the clip of matches in black and silver, with the figure of a Silver Unicorn and the wording "The Silver Unicorn Club, Best Jazz in Britian, Fine Food, Spirits, Games of Chance".

If asked, Chandler will cheerfully admit that he owns the Jag. He hit a sports lottery a few months back and spent it on the car. If the players ask about his girl friend, he will correct them with the word "my *fiancée*" and tell them her name, and inform them that they are engaged to be married very soon. If encouraged, he will ramble on, as men in love often do, about his girl, what a sensible person she is, a socialite, but very open and plain spoken, and sensitive. She loves good music, especially jazz music, and fine food. He's lucky to have such a wonderful person for his fiancée. If asked he will mention that they met at the Silver Unicorn Club.

If players try to chase Winsome as she leaves the parking lot, she will have an auto race with them, racing straight to the local police station in the next town down, where she will leap out of the car and report them. Players will have some tall explaining to do as to why they were attempting to accost a young lady they had never met before for no good reason.

Players checking up on Chandler's supposed lottery windfall will quickly discover, making some rolls at the lottery board to convince them to check their records, that no one named Chandler has won any kind of sports lottery in months, altho a Bert Chandler won the 4 number lotto over in Wales last week and hit for 210 pounds.

Checking Chandler's financial records will require the players to go to the banks in Postmeadow. Luckily there are only two; the United National, and the Central Fidelity. Chandler's account is with Central Fidelity, and good persuasion rolls need to be made to have bank officials open their records to anyone, even police. However, once in, they will notice that altho Chandler is banking lots of money every two weeks, including regular deposits of 250 pounds over and above his regular salary deposits, he seems to be living over his limit. His account is nearly at zero, and in the last month he has had two overdrawn charges against him. A number of his recent checks are made out to the Diner's Club, and also to the Silver Unicorn Club in London.

Checking Chandler's house while he is not there can also reveal some interesting information. For one thing, his bank records are right there in his desk drawer, showing the same information as above, and in addition there are some cancelled gambling IOUs for the Silver Unicorn casino. He also has an odd sort of record collection, mostly middle of the road rock and roll stuff, except for thirteen jazz albums, with such names as the Teddy Berton Three, the SoHo Jazz Combo and the like. These records have red labels and are either rubber stamped, or have a sticker with such wording as "Collector's Limited Edition Series--The London Jazz Collective", "Jazz Unlimited: Speciality Records for the Enthusiast, Limited to 400 copies, of which this is Number 233", "Hot Spot Jazz Speciality Club, Limited Print" and like that.

Running down such things as the London Jazz Collective, and Jazz Unlimited, or the Hot Spot Jazz Speciality Club will be virtually impossible, without lots and lots and lots of wasteful digging.

However, they can check on the groups, the SoHo Jazz Combo, the Teddy Berton Three, Rocky Montaine, the Jazz Trumpets, etc, which are all well known names in the mainline and progressive British jazz field, and in fact, whichever group they choose to look up is playing right now at the Silver Unicorn Club in London. They can get this info by calling the music critic at any good newspaper, or calling Downbeat Magazine (which still has a British edition, if any player happens to be up on real life jazz), or asking/phoning popular musical or entertainment booking agencies.

AT THE SILVER UNICORN

First, it costs eight pounds to enter the club. Twenty five pounds makes one a member for a year.

Checking out the club anytime except early morning (when it's closed) or every early afternoon (when it's just barely open), players can find a lively crowd of people milling around. The club is modestly expensive, but not terribly so; just a little more than the average middle class person might reasonably expect to spend except on special occasions.

As they are in the club sizing it up, they hear jazz music being played, and what luck, they notice a beautiful redhaired girl, none other than Ms. Winsome, strolling across the floor on the arm of a distinguished looking gentleman in his late forties (Koltzen). They are chatting as they go into a private office off the main room, or whatever room the players are in. Discrete probing with proper rolls can reveal the information that the gentleman is Julius Koltzen, the owner of the club, and the lady is Ms. Winsome, a regular here. Players who rush right over to the door of the office will be intruded on by Remington, who will politely but firmly inform them that this office is Mr. Koltzen's business office, and it is private.

Players can try to interview Koltzen. He leaves his office a few minutes after they have noticed him, and Ms. Winsome leaves the club. Koltzen will ask them to wait in his office, saying that he'll be with them in a moment or two, after he discusses something important with his speciality chef, perhaps taking five or six minutes, if they would please wait.

If players do not try to interview Mr. Koltzen, the British Remington leaves for other duties, Koltzen and Winsome come out and part company, and as Winsome leaves the building, Koltzen calls to the bartender or someone handy and within the players' earshot, and says he will be down in the kitchen for ten minutes or so, then he wants to talk about that last liquer order. This will provide the players with a golden opportunity to take a look in the office.

Players who blow this golden opportunity lose five points off their final scores for failing to keep in the Spirit of the Game.

Inside Koltzen's office, the players have six or so minutes to look around and do what they can. There is a heavy, but old fashioned safe in the corner. The lady cracksman or any agent with good safecracking rolls can open this one on an ease factor of 5. Elsewhere in the office are the desk, an excellent stereo system on a stand, with headphones and a small stack of record albums. These records, if checked, are esoceteric jazz recordings with red labels, either rubber stamped or with labels attached similar to the records found in Chandler's house.

The desk contains bills, and normal papers, nothing of interest to the players at all.

Inside the safe there are several stacks of banded banknotes, as well as two large sacks of rolled coins (perhaps eight to ten thousand pounds all total here). The players will also find eight records, all with blank red labels, which are voice records Koltzen is preparing to send to his family in Russia, in which he urges his parents and children to be patient, that he is still working for their release, and that he has been promised that it will not be too much longer now before they will be allowed to join him in England, and that they must bear up and hold on just a little longer.

There are also several return records, heavy thick discs with dark blue labels and Russian alphebet lettering which identifies them as "Voice Letters, Cleared USSR Mail Service". These are from the parents and kids telling Koltzen that things are OK; but money is still very tight, the apartment is too small, men follow them around all the time, the children are frightened and buracrats keep losing their ration cards.

Players can sneak out a record or two of either type without greatly arousing Koltzen. Players can listen to these records on the stereo with or without the earphones without alerting anyone. Taking any of the money, however, will alert him immediately, and he will call Remington and the police. Remington will alert Chemckin and things could get rough if the players are obvious.

Also in the safe is a small fireproof box, in which are some photos of the kids, and his parents, a deed to his car which was bought about three months ago and is there to confuse the players, a small pistol (a Beretta), several IOUs and one check marked "Returned for Insufficient Funds" from Chandler.

The IOUs are paperclipped together, and a note, in black felt pen with script style lettering says "hold for later". Anyone checking papers at the desk and making a good perception or decoding roll can easily see that this is not Koltzen's handwriting. If these IOUs or the pictures or anything else in this little box are taken, Koltzen will immediately raise the alert with his keeper and the wheels will roll toward a murder attempt on the players.

If players stick around too long at the safe, their guard at the door (which they had better have remembered to place) will hear voices approaching outside the door, as Koltzen speaks to his bartender about rearranging the stock and mixing the drinks a little stronger.

If the players are there to speak with Koltzen, he enters and talks chit-chat with them and guardingly answers any questions they may pose. He is smart and alert and will probably report pointed questions that hint the players know too much about what is going on. He will tell both Remington and Winsome. If he intercepts them inside his safe he will immediately attempt to raise the alarm and have them arrested by the police, personally coming down to the station to prefer charges against them, and no amount of talking will convince him to do otherwise. These players will be out of action for at least 48 hours of playing time, or longer, at the GM's discretion of how badly they blew it and how poorly they role-played the situation.

Players can of course, attack Koltzen and knock him down and/or run for it, but they will alert the staff of the club, particularly Remington and a few guards around the club who are under his command who will fire a few shots at the players. Staying to shoot it out with these professionals will not be a good idea. It also slows the players down while other club employees and patrols call for the police, who will arrive and toss the players in the clink as dangerous gangsters masquerading as policemen.

On the other hand, a fast run for it, even with a couple of bullets whizzing by, will probably effect a successful escape and the GM should plan on it. Needless to say Koltzen will report everything, and the mastermind of the operation will move quickly to deal with the problem.

If the players have already interviewed/don't bother to interview Koltzen, and have merely snuck into his office to see what they can see, Koltzen rattles the doorknob, when he is called away by a problem down in the kitchen, allowing players to develop high tension, but leaving them a clear chance to get away if they are careful when they emerge.

GM should not forget to have the players notice record albums on sale at the hatchback area on their way in or out of the club, and a chance to pick up some additional clues.

The GM should also remember that the baddies are jumpy at this stage of the game and will not hesitate a minute to plan an ambush for the players if they think the heat is getting too close. If any or all of the players bought memberships to the club when they entered, then the bad guys will have their name and addresses down, so they will be able to trace them with ease. Invariably players will not notice such things, and the GM should casually role-play the man at the entrance of the club and push the advantage of a year's membership, vs 8 pounds a toss just to walk in the front door, and have them fill out the membership form and allow him to have membership cards made up right now etc.

Checking such things as tax records, or asking around in the knowledgeable jazz community will produce a list of five speciality jazz companies that do progressive or upbeat modern stuff for the limited pressing jazz clubs, one of which is Spotlight Records. Most people do not know of Koltzen's connection with Spotlight Records, but a check of the tax and property records will clearly reveal that Koltzen is a part owner of the firm.

Many players will not be able to make the easy connection here, even with all the clues being tossed their way. They may begin to start telephoning small record companies asking questions. The GM should keep alert to hear of a player asks a dumb question, such as if anybody has been recording UHF material, or the sounds of a little girl's laughter, or like that. If you hear that sort of blunder, be assured that the people at Spotlight Records will immediately call Anusack and he will immediately dispatch the murder squad to take care of the players. GM should role-play receptionists when these inquiries are made, to be sure and get proper identification, such as names and reason for questions, so that there will be no doubt in the minds of the players later that you did give the baddies, the GM, enough information about themselves to arrange a murder attempt.

The murder attempt takes the form of a high speed chase in which the bad guys, led by Remington, along with two gunmen, try to force the player car off the road (which they can probably do with no problem, as their auto should have a redline of 3 while the player car should have a redline of 5.) The car of the bad guys also has bulletproof windows. Players will be forced off the road and into the ditch, but should take no serious damage if they remember to invest a luck point or two here.

After this maneuver, the car of baddies will make a U turn and circle back, with the windows

down, so they can pick the players off. They will be moving at a considerably slower speed, and alert players should have no difficulty, after the proper amount of rolling and excitement, of killing the driver and blowing holes in the villains, so that their own car crashes and the players are safe.

After that happens, they will discover that all the men in the car are armed with Tula-Tukareu 1930 pistols. Remington, which players may or may not recognize if they have seen him in the Silver Unicorn, has his medal for heroism and his GRU identity card in the secret compartment of his wallet, which players can find with ease if they look around.

KEEPING THINGS MOVING

If players contact Chandler one time and make themselves obvious along the line, or even if they neglect to interview Chandler, and make waves in their investigation, Anusack and Winsome will decide that Chandler, the weakest link in the chain, is expendable. Winsome already has the addresses and pertinent info on two more department heads of the In-Ling Project scheduled for execution anyway.

Players should get at least one chance to speak with Chandler, but probably not a second chance after they have begun their investigations and they actually have incriminating information. If interviewed Chandler can fall back on the defense that his extra money comes from Ms. Winsome, which is certainly true, her being a socialite and all, but that a gentleman hates to admit that his fiancée and future wife is helping to support him.

Winsome has the job of executing Chandler, which she will do in his home. Players arriving a couple of days later in the area will be informed at the plant that Chandler did not report for work that day. Investigation at his small cottage will reveal his dead body, shot thru the head with a Crossman no. 70 air pistol. The pellet went thru the head, out the other side, and is embedded in the woodwork. Beside his sprawled body is a suicide note which reads, "I killed them when they found I was stealing government secrets. Now I know I can't get away with it. This is the only way out."

Players who check will note that he does not have and has never had a permit to buy or own a weapon, especially an airgun. Checking with the local police records will provide this information. If players have not caught on about the Silver Unicorn Club yet, have a couple of black and silver matchbook covers there with one near his dead body. Players checking the record racks will of course find the jazz records, and the desk will reveal the bankbooks and other clues.

Players may have already checked up on Dianah Winsome, who has no police record and seems to be a typical young lady except she doesn't work for a living and seems not to have any sort of local school records or background that indicates much of anything, especially where she gets her money from.

Her posh apartment is on 9 Wake Street, a modern apartment building catering to the modestly wealthy, and is quite spacious and comfortable, with thick carpets on all the floors. Ms. Winsome is not at home any time the players come to call, legally or otherwise, so they can have plenty of time to check the apartment, providing they check it before Chandler's murder.

Browsing around they may find a few things, if they indicate to the GM that they are searching specific areas and make their perception rolls. There are about thirty or forty record albums, including many with red labels and rubber stamped or stick on labels indicating private club pressings, with names such as "Celebrity Limited Jazz Series, the Jazz Communication Network, Jazz Beat Limited Editions" and the like.

In her kitchen wastebasket (players must search) they will find a package, looking like the shipping container of some kind, which is marked "Celebrity Limited Jazz Series" and on the actual shipping label, the return address for Spotlight Records, 22 White Street, 3rd floor, London.

In her closet they will find a hat box, a bag of gummed labels provided by the Fargo Delivery Service, and a stamp rubber, with the return address of ABC Record Rating Service, with the same address as the free clinic in Soho, which is incriminating evidence indeed.

AT FARGO DELIVERY SERVICE

Smart players will probably check out the delivery service right away, and will ask Inspector Hayes how the records from ABC Record Rating Service were delivered. Have Hayes mention that the packages all had Fargo Delivery labels on them, and in addition a neighbor at one of the victim's homes remembers seeing a Fargo Delivery truck, one of their distinctive yellow and blue vans, drop off a package at the house. This establishes that Fargo really did deliver the goods, instead of someone cleverly using Fargo Delivery labels, but delivering it some other way.

Hayes will be quick to point out that Fargo is a reputable delivery service which handles thousands of packages every day. Players who check out Fargo and think to go to the dispatch office will jog

his memory about ABC, because he remembers that the lady who delivers those packages was this really gorgeous redhead. She looks exactly like Ms. Winsome, in fact. If asked, the dispatcher will promise to call them back if another ABC delivery parcel is brought to the depot. The dispatcher can remember to telephone the players back, after the game is rolling, and regretfully inform the players that a couple of packages were dropped off, and are on the delivery trucks now. but the lady from ABC just dropped off two more packages, which jogged his memory and prompted the call, especially because the packages were addressed to them! A check of the dispatch list will show that the other packages on the delivery truck were sent to two more Project members, and a simple telephone call can save the recipients from certain death. If players decide to drive up to Postmeadow at breakneck speed to intercept the packages, instead of telephoning, deduct 25 points from their final scores for stupidity, and have them arrive too late to save the victims.

Continuing with Ms. Winsome's apartment, if they investigate before the murder of Chandler, they will find, in her vanity table drawer, a small cardboard tube, which contains fifty lead pellets (perception or intelligence roll at ease factor of six to recognize air gun pellets.)

AT SPOTLIGHT RECORDS

Players checking Spotlight Records should immediately notice that the area is on the third floor of an old converted factory building, and that this is a dinky little studio, with room for perhaps a six or eight piece band in the recording booth itself, and that's about all. There is a professional enough control console, which they can see thru the glass windows and doors from the reception area, but except for a storage closet, that's about all there is to Spotlight Records. A few jazz and speciality limited cut recordings are on display and for sale on a rack just inside the door. Naturally they all have red labels with hand stamps or stickers on them similar to others the players have run across.

The other thing that might strike player attention is the fact that there are four people lounging about the area, an efficient looking secretary, and three men, strong determined types. A perception roll will reveal that, yes indeed, they seem to have concealed firearms on their bodies; in their back pockets, or in small shoulder holsters, as per personal preference. Why four people would be needed to run this small operation is of course, a major point, unless this operation wasn't what it seemed to be.

If asked, the secretary, Matilda Smith (a deep plant Russian intelligence agent) is efficient and friendly, and will cheerfully explain if proper courteous questions are asked, that Spotlight Records does vanity recordings and is the production and recording studio for a number of limited edition jazz recording groups, and that Spotlight's quality production is the best around, and that they can do justice to anything the players might want to record or purchase.

A perception or electronics perception roll might also reveal to players that in addition to the console, there seems to be a four track, high speed, reel-to-reel tape recorder perched on top of the console, with magnetic graphite tape loaded into the reels, and a lot of boosting and electronic toning equipment handy, quite out of keeping with the material one expects to find in a standard recording studio with standard consoles and mixing channels. If players are stupid enough to ask about this machine, Ms. Smith will mention that it belongs to one of their customers, a jazz band who record their own material on tape, then bring in the tapes for Spotlight to cut into records for them. The group is the SoHo Jazz Combo, one of the best of the new bands, she will say, and she will offer to give or sell them a sample of one of their latest recordings. Needless to say, this record has the sound of death on it.

Matildia Smith is no dummy. She will be instantly alert for people asking prying questions. Virtually nobody except jazz musicians and Russian intelligence operatives ever come into Spotlight Records, and with Operation DEEP STRIKE on its way to completion, she is doubly alert for anything suspicious. She will not hesitate a second to give or try to sell the players a death record, and the minute they walk out, if they have done anything to alert her, she'll have one of her friends tail them (players may detect this, of course), and alert Anuaack immediately that someone is snooping. Anusack will immediately order another murder strike and tell her to start pulling out of the area.

Players arranging an ambush of Spotlight Records will probably get the drop on the bad guys, altho one of the Russian agents is trigger happy and may (at the GM's discretion) try to shoot it out with the players anyway. The others are not so stupid as to argue with drawn guns and total surprise on the part of the players.

In Matildia Smith's desk is a list of the victims, with names crossed off, and a memo from "A"

telling her to get the last two records out immediately, and then begin to wind down Operation Deep Strike. The memo tells her to call Chickhem at the Silver Unicorn on the following Friday to arrange pickup of equipment and personnel, and to arrange air fare to Germany.

Chimcken can be lured anywhere by false calls from female agents, as Matildia Smith is a Britisher herself, and her voice is easy to disguise or imitate. Chimcken will not talk if nabbed, however he is carrying on his person diplomatic papers identifying him as a military attached person to the Russian Embassy at London. A casual check will routinely reveal that he is an aide attached to Anusack, and the files will reveal Anusack's GRU connections. He is also carrying over a thousand pounds in bills, and plane tickets for four people to Bonn, West Germany, on four different airlines with different departure and arrival times for the following day.

Altho he will scream long and loud about diplomatic immunity, and fascist methods, and how much damage he will cause them when his superiors report any indignation or arrest he must endure, in actual fact no one is going to do much about him unless players kill him dead. In any gunfight, if players get the drop on him he will not fight. If a gunfight does develop, after the first couple of shots, or if he takes any kind of wound at all, he will surrender and go thru the indignant act, claiming he thought they were bandits or thugs. He does not have a permit for his pistol, and as a diplomatic person in his position, should not be carrying one anyway.

FORCING A CONCLUSION

Players invariably want to dwaddle around after they've got most or all of the facts, and are often undecided on what course of action they should take to wrap things up. The GM may force the situation by having yet another car chase and murder attempt, with the bad guys driving a car supposed to be registered to the Embassy. If they manage to rescue the last two intended victims, a good lab check roll can determine two entirely separate and different sound track patterns on the left and the right channels of the murder records.

Players should be forced to Spotlight Records, where they can interrupt the bad guys in the process of hastily packing and leaving. If the players are not careful about getting surprise on them, the bad guys may shoot it out, altho this is not likely. The big tape recorder, with a tape of the death sounds, and the little girl's laughter track will always be present in these cases, more proof for players to work with.

Players going to the Silver Unicorn after the big events may find Chickem standing over the bruised and bleeding body of Koltzen (with Remington or some other agent doing the dirty work) who has just realized that he has been forced to become an accessory to murder, and has refused to cooperate any further. If rescued (another great possibility for a low level gunfight) there will be two guards with the principle bad guys, and Koltzen will spill the beans and tell the players about how the GRU forced him to buy into Spotlight Records, and about his family in Russia. If this particular scene takes place, and Ms Winsome has not yet been captured, have her there as well. She will fire off a hand cocked air pistol probably from ambush outside the office, as she is guarding the area and does not like to see Koltzen being worked over. Use of Hero points here should easily save the players from death or major injury, altho Winsome is a crack shot with that air gun, and it makes no really loud sound when fired. To her disadvantage, of course, the pistol is incriminating evidence if Chandler is dead, and she can only fire a single shot per round due to the nature of the weapon.

Even if players still have not considered nabbing Winsome, they can circle back to her apartment just in time to see her packing up to leave, and have her fire a couple of air pellets at them, then attempt to leap out the window onto the balcony of a neighboring apartment below, then down into the parking garage and try to escape in a screech of tires and motor oil. Inventive players can make heroic jumps to intercept her, or shoot out her tires as she tries to speed away. In any case, if Winsome is captured here or at the club, she will cheerfully turn states evidence in return for consideration from the prosecution. (Players may recall, however, that the Crown makes no deals with murderers).

If all else fails, the following Deus Ex Machina may be used by the GM to put the players on the right track. Each time one of these is used it costs the players 100 points each subtracted from their final scores.

ANYA AMSOVA, special KGB agent intercepts one or more of the players, and introduces herself as

a KGB agent. She is in the United Kingdom specifically to help them on this case. She cannot expose herself, however she tells them that this entire episode has been bungled from start to finish by the GRU, and that the KGB deeply resents not being given this assignment, which they consider their just due. In addition, she will tell the players the names of the three major bad guys, Anusack, Chimckin, and Remington's real name, and suggest they are working a murder plot using low and long wave sound recordings, and that Chimckin spends a lot of time going back and forth to the Silver Unicorn Club, and she believes Remington is stationed there for some special reason.

She will also explain that if the KGB had been handling this, they would simply have fed loads of misinformation into the project thru a planted agent in the In Ling Project (she will specifically identify Chandler if they haven't figured him out yet), and kept the project so off balance that it would have taken two or three years to straighten things out, more than enough time for the USSR to complete their version of the In-Ling Project well ahead of schedule. Killing people is stupid on this kind of case, and killing the In-Ling Project heads only attracts unwanted attention to the whole business. She will also tell them that Colonel Anusack cannot be touched because of diplomatic immunity, but if they will get the goods on the rest of his group and have him expelled that, "we in the USSR will deal with the problem in our own way."

HOLLY GOODHEAD telephones the players to tell them that she is on the track of a Cuban agent working for TAROT, but believed by the bad guys the players are after, to be working for them. She must trail the TAROT agent and cannot join them, as this is really big stuff, however, her investigation reveals that the murder records are being manufactured at Spotlight Records, and she will give them the address. She suggests the players get over there right away, as more murders are being planned, and then the whole team is prepared to pull out rapidly. She tells them that this is a plot being handled by the GRU, and that the idiot running it is a heavy-handed red revolutionary named Colonel Anusack. She also tells them he cannot be harmed, as he enjoys diplomatic immunity, but that if they get the drop on the gang at Spotlight Records, they can find enough incriminating evidence to nab the gang and expose Anusack, and have him expelled from the country in disgrace.

Despite everything players may not be able to get the goods on Anusack within the time limit. So long as they get the chance to smash the gang and destroy the threat, they will have accomplished most of their mission and get most of the points at the end of the adventure.

PLAYER CHARACTERS

All players for this adventure are Rookie Class agents

Male Forensics Expert

Str: 8 Dex: 10 Wil: 9 Per: 11 Int: 7 Hand t Hand: A Weaknesses: none Weapons: VP-70 Driving 4, Charisma 6, H t H Combat 4, Fire Combat 5, Sixth Sense 6, interrogation 5

Male economics/business law expert

Str: 7 Dex: 9 Wil: 10 Per: 9 Int: 10 Hand to Hand: A Weaknesses: opposite sex Weapons: VP-70 Driving 4, Chriz 7, H T H Combat 5, fire combat 4, boating 5, diving 4, electronics 5 also speaks Russian and Slavic, has sports background in water skiing

Male computer and political science expert

Str: 8 Dex: 9 Wil: 7 Per: 12 Int: 8 Hand to Hand: A Weaknesses: none Weapons: VP-70 Driving 4, Chriz 6, H T H Combat 3, Fire Combat 5, disguise 4, stealth 6, gambling 5

Male nonspecific background (opportunist)

Str: 13 Dex: 6 Wil: 8 Per: 8 Int: 9 H T H: B Weaknesses: none Weapons: VP-70 Driving 7, Chriz 5, H T H Combat 5, Fire combat 4, pick pockets 5, stealth 2, disguise 3 also speaks Spanish and French fluently

Female space science and Chemistry expert

Str: 7 Dex: 8 Wil: 9 Per: 9 Int: 12 H T H: A Weaknesses: none Weapons: VP-70 Driving 6, Chriz 7, H T H Combat 3, fire combat 5, science 6, electronics 2, riding 4 also speaks Chinese fluently

Male Political Science/Microphotographics expert

Str: 9 Dex: 10 Wil: 9 Per: 9 Int: 8 Hand to Hand: B Weakness: fear of snakes
Weapons: VP-70 Driving: 7 Chriz: 4 H T H Combat: 6 Fire Combat: 3 Evasion: 4 Crypto-
graphy: 3 Sixth Sense: 2

Female Mechanical Engineer, background in fire art & jewelry

Str: 5 Dex: 10 Wil: 9 Per: 9 Int: 10 Hand to Hand: A Weakness: greed Weapons:
VP-70 Driving: 2 Chris: 3 H T H Combat: 4 Fire Combat: 4 Lock & safe cracking: 5
Stealth: 5 Seduction: 6
Also speaks Spanish and Indonesian

Male military Science/computers expert with wargaming background

Str: 9 Dex: 11 Wil: 10 Per: 7 Int: 8 Hand to Hand: B Weakness: drug dependence
Driving: 7 Chris: 3 H T H Combat: 5 Fire Combat: 4 Demolitions: 5 local customs: 4
tennis & sport: 6

THE BAD GUYS

Col. Nicholas Anusack

Str: 10 Dex: 12 Wil: 15 Per: 14 Int: 12 Speed: 3 HTH DC: B Chris: 3 Interrogat-
ion: 4 Science: 8 Torture: 4 Fire Combat: 4 Weapons: typically, none, if cornered, Tula-Tukarev
1930 model 7.62 mm, access at embassy to SIG Saver P230 automatic

Dianah Winsom

Str: 8 Dex: 14 Wil: 11 Per: 11 Int: 11 Speed: 3 HTH DC: A Hand to Hand: 7
Fire Combat: 9 weapons: beretta automatic, prefers Crossman 70 Airgun, with aim strikes 18+ in combat
Chris: 8/16 (appearance: striking) Driv: 6 Evasion: 7 Seduction: 14 Interrogate/persuasion: 11

Lt. Chickim

Str: 10 Dex: 13 Wil: 13 Per: 10 Int: 12 Speed: 3 HTH DC: b Fire Combat: 3
HTH Combat: 7 Electronics: 9 Evasion: 8 Sixth Sense: 4

Julius Koltzen

Str: 10 Dex: 11 Wil: 11 Per: 9 Int: 11 Speed: 1 HTH DC: A skills at 1 or ½ in
actual combat or other situations

Matildia Smith

Str: 6 Dex: 10 Wil: 11 Per: 10 Int: 10 Speed: 2 HTH DC: A Fire Combat: 8
H T H Combat: 6 Electronics: 8 Science: 10 Chris: 2 1st Aid: 4 Persuasion/interrogate: 6

Weapons declarations are noted in the adventure. Additional thugs and heavies should have the
standard arrangements and for the convenience of the GM, are all the same scores

